

## CUBIX

LOADING INSTRUCTIONS: Load the program into the computer by typing CLOADM (enter). If the program does not autostart, type EXEC (enter). To load a disk, type RUN"CUBIX".

Once the program is loaded into the computer, the screen becomes completely BLUE or RED, press the reset button until the screen is completely RED.

MEMORY REQUIREMENTS: 32K RAM, NON-EXTENDED BASIC  
JOYSTICKS ARE REQUIRED.

TROUBLE: If you encounter an FM Error, you are probably trying to load the program using CLOAD or trying to type RUN once the program is loaded. You must use CLOADM and EXEC with machine language programs. If you encounter an I/O Error, try loading another copy of the program, both sides of the tape contain several copies of the program.

METHOD OF PLAY: This exciting 3-D pyramid cube maze has 28 cubes that make up each round and Cubix must change all of them to the same color before proceeding to the next round. The color of the cube is changed by jumping on it. Changing a cube to the final color scores 20 points. Starting on board five, Cubix will have to jump on each cube twice before it changes to its final color. To start a new round just push the fire button.

INVISIBLE CUBES: Starting on the fourth board and every fourth board after that the pyramid will be invisible. The game will play the same as on the other boards except you will not be able to see the cubes.

SKILL LEVELS: There are 16 skill levels. The higher the skill level the harder the game becomes. When you select a higher skill level the characters start coming out more often.

CUBIX: Is controlled by the joystick. It can go any of these directions: NW, NE, SE, SW.

SPRINK: Is the snake. Sprink is Cubix's biggest problem. He hatches from the egg that tumbles from the top to the bottom of the pyramid. Sprink is very aggressive and will follow Cubix around the pyramid, usually one or two jumps behind. The only way to stop Sprink is to lure him off the edge; this is done by jumping onto a disk (described below). This will earn a 500-point bonus and clear the pyramid of all other characters.

DISKS: These spinning wheels are Cubix's escape hatches. When the going gets tough you can jump on a disk and be safely transported to the top of the pyramid. Each disk can only be used once so don't use them unless it is the only way out. A 50-point bonus is awarded for each unused disk at the end of each round.

RED BALLS: They land on the second level of cubes (from the top) and randomly hop to the bottom. They are deadly to the touch.

WHITE BALLS: Its behavior is very similar to the red balls. The white ball, which appears on the fifth board and every round thereafter, is a great asset. Jumping on it will momentarily freeze all of Cubix's enemies. You will also score 100 points but the freezing action is what is most important.

FLIP: Flip is a white character with red eyes. Starting on the fifth level Flip will begin to appear. He will start from the top of the pyramid and meander down to the bottom following a random path. Each time Flip lands on a cube he changes it to correct color again. The only way to stop Flip is to jump on him, this scores 300-points.

### SCORING:

|                                    |               |
|------------------------------------|---------------|
| Cube changed to first color .....  | 10 POINTS     |
| Cube changed to second color ..... | 20 POINTS     |
| Capturing White Ball .....         | 100 POINTS    |
| Capturing Flip .....               | 300 POINTS    |
| Luring Sprink over the edge.....   | 500 POINTS    |
| Unused Disks at end of round ..... | 50 POINTS     |
| Bonus for each Round               |               |
| 1000 for first round               |               |
| 1250 for second round              |               |
| 1500 for third round, ect, up to   |               |
| 5000 points per round.             |               |
| Extra man at:                      | 10,000 POINTS |